

# Tengu Man - Boss Fight



## From The Compendium

HP: 40

Damage Chart:

M. Buster	M. Ball	T. Hold	F. Bomb	I. Wave	T. Claw
2:3:4	1	2:1	1	6	1

A. Crush	W. Balloon	F. Sword	H. Sniper	R. Bike	R. Bomber
0	1	2	1	1	2

Damage Values:

Contact	Tornado Hold	Tengu Blade	Wind Ball	Tengu Dive
5	0+stun	3+3	4-6+stun	5

The strat for Tengu involves using Ice Wave to hit him, even when he's not on the ground. Beginners can often find this difficult and awkward. Thankfully, Tengu Man takes extra damage from the Mega Buster, so one easy alternative strategy is to use half Buster charges until he comes down, and then hit him with Ice Wave.

For a much more advanced strat, check out this [video](#).

Also here's [a funny thing](#) with Tengu and Ice Wave.

## Other Notes

Ice wave will only freeze Tengu Man against the ground when he's actually standing on it, either after a swoop or a Tornado Hold. If you hit him before he's on the ground, he will not get frozen, and you won't get your second "Free" hit.

As the compendium notes, Tengu has a soft weakness to the Buster itself. Optimally you master the art of ball jumping and weapon swapping to ice to get an extra big hit in, but half charges are a solid way to deal damage.

Learn to read Tengu's movement patterns to anticipate attacks and get in his face.

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